

# Lone Wolf Club Newsletters

## Newsletter #4

**Joe Dever** is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

**Gary Chalk** is the main illustrator of the early Lone Wolf Club Newsletters.

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### **Contributors** for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Andy Harris** – providing scans of pages 5 and 6 which were previously incomplete.

**Paul Haskell** – providing better quality scans of artwork taken from the books.

**Simon Osborne** – creator and maintainer of this document.

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Internet Edition published by **Project Aon**. This edition is intended to reflect the complete text of the original version. Changes made, such as to correct incorrect or inconsistent spelling, punctuation and grammar have not been noted.

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Effort has been made to display the information as close to the originals as possible. Although this has not been possible for all things—for example, the actual fonts used—the result is as close to the originals as they could be.

In the “Of the Coming of Grey Star” section, the Wytch-king is consistently called Shazarak. Although this is not in harmony with the spelling ultimately presented in the published Grey Star books, we have opted to keep the original spelling here as an insight into the history of the series.

Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

No.4

# LONE WOLF CLUB

**DEAR MEMBER,**

Joe Dever, Gary Chalk and Ian page invite all Lone Wolf Club members to come and meet us at this year's GAMES DAY. It's going to be a tremendous 2-day event with role-playing participation games, painting competitions, art workshops, games auctions, massive fantasy wargame battles, and a games quiz, plus it will be attended by the leading authors and artists in the world of adventure games and books.

LONE WOLF CLUB MEMBERS who come to the convention wearing a Lone Wolf T-shirt will receive a free full-colour Lone Wolf wall poster, signed by Joe & Gary. Bring all your Lone Wolf books along to the Beaver Books stand, and we'll sign them as well!

Tickets can be bought at the door at £1.50 per day, or in advance from any branch of the Games Workshop shops in Manchester, Birmingham, Sheffield, London, Newcastle, York and Nottingham.

Saturday 28<sup>th</sup> September 1985 10.30am-6pm

Sunday 29<sup>th</sup> September 1985 10.00am-5pm

**WE LOOK FORWARD TO SEEING YOU AT THIS GREAT GAMES EVENT!**

**GAMES DAY '85**  
Royal Horticultural Society  
Greycoat Street, London W1  
28th & 29th September





# Monastery Mailbag

A SELECTION OF LETTERS  
FROM LONE WOLF FANS

## A SELECTION OF LETTERS FROM LONE WOLF CLUB MEMBERS

Dear Kai Lords,

I enjoy every moment in a Lone Wolf book, but I always want to know more about the strange world of Magnamund, so please could you tell me where Kraan and Drakkarim come from?

With honour,

Glenn Innes, Kai Warmarn, WEST  
LOTHIAN

Kraan were originally bred in the dungeons of Helgedad by Darklord Vashna, about 1600 years before the time in which the Lone Wolf books are set. They were created as flying mounts for Darklord commanders, to enable them to reach the far-flung corners of their empire in the quickest possible time. Fed on the meat of Szalls and Swamp Giaks, these creatures grew fierce and strong. Zagarna amassed a great number in preparation for the invasion of Sommerlund, and it was their air assault on the Kai Monastery that brought about the near-total destruction of the order.

The Drakkarim are a race of evil human barbarians who invaded Northern Magnamund from the west

approximately 2500 years before the birth of Lone Wolf. They laid claim to vast tracts of land, putting to the sword and the torch all that stood in their way. The lands of Nyras, Ghatan, Nyvoz, Ogia, Skaror and Zaldir became theirs, but only to be lost to the Darklords when, in fear and awe of their power, the Drakkarim nations allied to their cause. These evil warriors now form regiments of assault-troopers in Darklord armies.

Dear Kai Lords,

I think the Lone Wolf books are really excellent and exciting, but there are some questions that I would like to ask:

With Prince Pelathar dead, who is heir to the throne of Sommerlund?

How did the innkeeper of the Forlorn Hope at Gorn Cove come to lose the sight in one eye?

Who was the mystic man who said 'the stars foretold our meeting long ago, Lone Wolf'?

Congratulations on the Summer Special—it was terrific!

Yours sincerely,

Rupert Bean, Kai Master, SURREY



With the Crown Prince dead, the throne (unless something untoward should happen in the meantime!) will pass to his older sister, the Princess Imelda. Only on one prior occasion has the male genealogical line been broken, and that was when the heir to King Corel I, the Crown Prince Pheron the Young, died at birth. The throne passed to his only sister, Princess Maura (later Queen Maura II), who married Prince Oldar of Durenor. Their son became King Ulnar III of Sommerlund.

The old innkeeper, in his younger years, was part of a bandit gang that raided the forested border with Durenor. He lost his eye after ambushing a merchant caravan: the merchant's pet hawk took its revenge for the murder of its master!

The mystic man who appeared in a hut close to Raider's Road is a sage called Gwynian. You'll be meeting him again in the first Magnakai adventure, 'The Kingdoms of Terror', where his purpose will be made clearer.

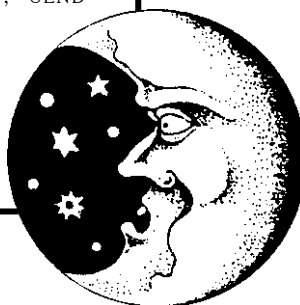
Dear Kai Lords,  
What can I say but 'wow!'—“Shadow on the Sand” must be the best gamebook on sale anywhere in the world. I couldn't put it down it was so exciting, and when I finished, I started reading it again and it was just as good. I really can't wait for 'The Kingdoms of Terror', and Grey Star sounds really good. I used to collect other gamebooks, but I don't bother anymore. They are boring compared to Lone Wolf.

May your ENDURANCE never run out.

Alan Hill, LANCASTER

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS OR  
COMMENTS ABOUT THE LONE WOLF SERIES, SEND  
THEM TO:

THE LONE WOLF CLUB (MM)  
BEAVER BOOKS  
BROOKMOUNT HOUSE  
62-65 CHANDOS PLACE  
COVENT GARDEN  
LONDON  
WC2N 4NW



# THE MAGNAKAI RULES

As promised in Newsletter No. 3, here are the new Magnakai Rules for the advanced Lone Wolf books (6–12) to enable all Kai Masters to become acquainted with their new skills and disciplines before attempting the first of the advanced Magnakai adventures: 'THE KINGDOMS OF TERROR'

During your training as a Kai Master you have developed fighting prowess—COMBAT SKILL, and physical stamina—ENDURANCE. Before you set off on your adventure you need to measure how effective your training has been. To do this take a pencil and, with your eyes closed, point with the blunt end of it on to the *Random Number Table*. If you pick 0 it counts as zero.

The first number that you pick from the *Random Number Table* in this way represents your COMBAT SKILL. Add 10 to the number you picked and write the total in the COMBAT SKILL section of your Action Chart. (i.e., if your pencil fell on the number 4 in the *Random Number Table* you would write in a COMBAT SKILL of 14.) When you fight, your COMBAT SKILL will be pitted against that of your enemy. A high score in this section is therefore very desirable.

The second number that you pick from the *Random Number Table* represents your powers of ENDURANCE. Add 20 to this number and write the total in the ENDURANCE section of your Action Chart. (i.e., if your pencil fell on the number 6 on the *Random Number Table* you would have 26 ENDURANCE points.)

If you are wounded in combat you will lose ENDURANCE points. If at any time your ENDURANCE points fall to zero or below, you are dead and the adventure is over. Lost ENDURANCE points can be regained during the course of the adventure, but your number of ENDURANCE points can never rise above the number you started with.

**If you have successfully completed any of the previous adventures in the Lone Wolf series, Books 1-5, you can carry your current scores of COMBAT SKILL and ENDURANCE points over to Book 6. You may also carry over any Weapons and Special Items you have in your possession at the end of your last adventure, and these should be entered on your new Action Chart (you are still limited to two Weapons and eight Backpack Items).**



## MAGNAKAI DISCIPLINES

During your training as a Kai Lord, and in the course of the adventures that led to the discovery of *The Book of the Magnakai*, you have mastered all ten of the basic warrior skills known as the Kai Disciplines.

After studying *The Book of the Magnakai*, you have also reached the rank of Kai Master Superior, which means that you have learnt three of the Magnakai Disciplines listed below. It is up to you to choose which three skills these are. As all of the Magnakai Disciplines will be of use to you at some point on your adventure, pick your three with care. The correct use of a Magnakai Discipline at the right time can save your life.

The Magnakai skills are divided into groups, each of which is governed by a separate school of training. These groups are called 'Lore-circles'. By mastering all of the Magnakai Disciplines in a particular Lore-circle, you can gain an increase in your COMBAT SKILL and ENDURANCE points score. (See the section 'Lore-circles of the Magnakai' for details of these bonuses.)

### Weaponmastery

This Magnakai Discipline enables a Kai Master to become proficient in the use of all types of weapon. When you enter combat with a weapon you have mastered, you add 3 points to your COMBAT SKILL. The rank of Kai Master Superior, with which you begin the Magnakai series, means you are skilled in three of the weapons in the list below.

DAGGER	SPEAR
MACE	SHORT SWORD
WARHAMMER	BOW
AXE	SWORD
QUARTERSTAFF	BROADSWORD

The fact that you are skilled with three weapons does not mean that you begin the adventure carrying any of them. However, you will have opportunities to acquire weapons during your adventure. For every Lone Wolf book that you complete in the Magnakai series, you may add an additional weapon to your list.

If you choose this skill, write 'Weaponmastery: +3 COMBAT SKILL points' on your Action Chart, and tick your chosen weapons on the weapons list. You cannot carry more than two Weapons.

### Animal Control

This Magnakai Discipline enables a Kai Master to communicate with most animals and to determine their purpose and intentions. It also enables a Kai Master to fight from the saddle with great advantage.

If you choose this skill, write 'Animal Control' on your Action Chart.

### Curing

The possessor of this skill can restore 1 lost ENDURANCE point to his total for every numbered section of the book through which he passes, provided he is not involved in combat. (This can only be done after his ENDURANCE has fallen below its original level.) This Magnakai Discipline also enables a Kai Master to cure disease, blindness and any combat wounds sustained by others, as well as himself. Using the knowledge mastery of this skill provides will also allow a Kai Master to identify the properties of any herbs, roots and potions that may be encountered during the adventure.

If you choose this skill, write 'Curing: +1 ENDURANCE point for each section without combat' on your Action Chart.

### Invisibility

This Magnakai skill allows a Kai Master to blend in with his surroundings, even in the most exposed terrain. It will enable him to mask his body heat and scent, and to adopt the dialect and mannerisms of any town or city that he visits.

If you choose this skill, write 'Invisibility' on your Action Chart.

### Huntmastery

This skill ensures that a Kai Master will never starve in the wild; he will always be able to hunt for food, even in areas of wasteland and desert. It also enables a Kai Master to move with great speed and dexterity and will allow him to ignore any extra loss of COMBAT SKILL points due to a surprise attack or ambush.

If you choose this skill, write 'Huntmastery' on your Action Chart.

### Pathsmanship

In addition to the basic skill of being able to recognize the correct path in unknown territory, the Magnakai skill of Pathsmanship will enable a Kai Master to read foreign languages, decipher symbols, read footprints and tracks (even if they have been disturbed), and detect the presence of most traps. It also grants him the gift of always knowing intuitively the position of north.

If you choose this skill, write 'Pathsmanship' on your Action Chart.

### Psi-surge

This psychic skill enables a Kai Master to attack an enemy using the force of his mind. It can be used as well as normal combat weapons and adds 4 extra points to your COMBAT SKILL.

It is a powerful Discipline, but it is also a costly one. For every round of combat in which you use Psi-surge, you must deduct 2 ENDURANCE points. A weaker form of Psi-surge called Mindblast can be used against an enemy without losing any ENDURANCE points, but it will add only 2 extra points to your COMBAT SKILL. Psi-surge cannot be used if your ENDURANCE falls to 6 points or below, and not all of the creatures encountered on your adventure will be affected by it; you will be told if a creature is immune.

If you choose this skill, write 'Psi-surge: +4 COMBAT SKILL points but -2 ENDURANCE points per round or Mindblast: +2 COMBAT SKILL points' on your Action Chart.

### Psi-screen

Many of the hostile creatures that inhabit Magnamund have the ability to attack you using their Mindforce. The Magnakai Discipline of Psi-screen prevents you from losing any ENDURANCE points when subjected to this form of attack and greatly increases your defence against supernatural illusions and hypnosis.

If you choose this skill, write 'Psi-screen: no points lost when attacked by Mindforce' on your Action Chart.

### Nexus

Mastery of this Magnakai skill will enable you to withstand extremes of heat and cold without losing ENDURANCE points and to move items by your powers of concentration alone.

If you choose this skill, write 'Nexus' on your Action Chart.

### Divination

This skill may warn a Kai Master of imminent or unseen danger or enable him to detect an invisible or hidden enemy. It may also reveal the true purpose or intent of a stranger or strange object encountered in your adventure. Divination may enable you to communicate telepathically with another person and to sense if a creature possesses psychic abilities.

If you choose this skill, write 'Divination' on your Action Chart.

If you successfully complete the mission as set in Book 6 of the *Lone Wolf* series, you may add a further Magnakai Discipline of your choice to your Action Chart in Book 7. This additional skill, together with your other Magnakai skills and any Special Items that you have found and been able to keep during your adventures may then be used in the next adventure in the *Lone Wolf* Magnakai series, which is called CASTLE DEATH.

## EQUIPMENT

Before leaving Sommerlund on your quest for the Lorestone of Varetta, you equip yourself with a map of the Stornlands (see front inside cover) and a pouch of gold. To find out how much gold is in the pouch, pick a number from the *Random Number Table*. Add 10 to the number you have picked. The total equals the number of Gold Crowns inside the pouch and you should now enter this number in the Gold Crowns section of your *Action Chart*. If you have successfully completed Books 1–5 of the *Lone Wolf* adventures in the earlier series, you may add this sum to the total of any Crowns you already possess. You can only carry a maximum of fifty Crowns, but any over this number can be left in safe-keeping at your Kai Monastery.

You can take five items from the list below, again adding to these, if necessary, any you may already possess. However, remember you can only carry two weapons and eight backpack items, maximum.

### SWORD (Weapons)

**POTION OF LAUMSPUR** (Backpack Item) This potion restores 4 ENDURANCE points to your total when swallowed after combat. There is enough for only one dose.

### WARHAMMER (Weapons)

### BOW (Weapons)

**QUIVER** (Special Item). This contains six arrows. Tick them off as they are used.

**4 SPECIAL RATIONS** (Meals). Each of these counts as one Meal, and each takes up one space in your Backpack.

### QUARTERSTAFF (Weapons)

**PADDED LEATHER WAISTCOAT** (Special Item). This adds 2 ENDURANCE points to your total.

### ROPE (Backpack Item)

### DAGGER (Weapons)

### TINDERBOX (Backpack Item)

### AXE (Weapons)

List the five items that you choose on your *Action Chart*, under the heading given in brackets, and make a note of any effect it may have on your ENDURANCE points or COMBAT SKILL.

### How to carry Equipment

Now that you have your equipment, the following list shows you how it is carried. You do not need to make notes but you should refer back to this list in the course of your adventure.

SWORD – carried in the hand

POTION OF LAUMSPUR – carried in the Backpack

WARHAMMER – carried in the hand

BOW – carried in the hand

QUIVER – slung over your shoulder

SPECIAL RATIONS – carried in the Backpack

QUARTERSTAFF – carried in the hand

PADDED LEATHER WAISTCOAT – worn on the body

ROPE – carried in the Backpack



DAGGER – carried in the hand

TINDERBOX – carried in the Backpack

AXE – carried in the hand

### How much can you carry?

#### Weapons

The maximum number of weapons that you may carry is two.

#### Backpack Items

These must be stored in your Backpack. Because space is limited you may only keep a maximum of eight articles, including Meals, in your Backpack at any one time.

#### Special Items

Special Items are not carried in the Backpack. When you discover a Special Item, you will be told how to carry it.

#### Gold Crowns

These are always carried in the Belt Pouch. It will hold a maximum of fifty Crowns.

#### Food

Food is carried in your Backpack. Each Meal counts as one item.

Any item that may be of use and can be picked up on your adventure and entered on your *Action Chart* is given Initial capitals (e.g. Gold Dagger, Magic Pendant) in the text. Unless you are told it is a Special Item, carry it in your Backpack.

### How to use your equipment

#### Weapons

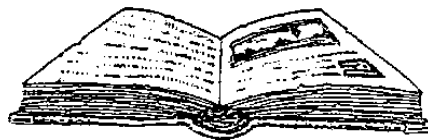
Weapons aid you in combat. If you have the Magnakai Discipline of Weaponmastery and a correct weapon, it adds 3 points to your COMBAT SKILL. If you enter a combat with no weapons, deduct 4 points from your COMBAT SKILL and fight with your bare hands. If you find a weapon during the adventure, you may pick it up and use it. (Remember you can only carry two weapons at once.)

#### Bow and Arrows

During your adventure there will be opportunities to use a bow and arrow. If you equip yourself with this weapon, and you possess at least one arrow, you may use it when the text of a particular section allows you to do so. The bow is a useful weapon for it enables you to hit an enemy at a distance. However a bow cannot be used in hand-to-hand combat therefore it is strongly recommended that you equip yourself with a close combat weapon, like a sword or a mace, as well.

In order to use a bow you must possess a quiver and at least one arrow. Each time the bow is used erase an arrow from your *Action Chart*. A bow cannot, of course, be used if you exhaust your supply of arrows but the opportunity may arise during your adventure for you to replenish your stock of arrows.

If you have the Magnakai Discipline of Weaponmastery with a bow, you may add 3 to any number that you choose from the *Random Number Table*, when using the bow. If you enter combat armed only with a bow, you must deduct 4 points from your COMBAT SKILL and fight with your bare hands.



#### Backpack Items

During your travels you will discover various useful items which you may wish to keep. (Remember you can only carry a maximum of eight items in your Backpack at any time.) You may exchange or discard them at any point when you are not involved in combat.

#### Special Items

Special Items are not carried in the Backpack. When you discover a Special Item, you will be told how to carry it. If you have successfully completed previous *Lone Wolf* books, you may already possess Special Items

#### Gold Crowns

The currency of Sommerlund and the Stornlands is the Crown, which is a small gold coin. Whenever you kill an enemy and search the body, you may take any Gold Crowns that you find and put them in your Belt Pouch. (Remember the pouch can carry a maximum of 50 Gold Crowns.)

#### Food

You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 2 ENDURANCE points. If you have chosen the Magnakai Discipline of Huntmastery as one of your skills, you will not need to tick off a Meal when instructed to eat.

#### Potion of Laumspur

This is a healing potion that can restore 4 ENDURANCE points to your total when swallowed after combat. There is enough for one dose only. If you discover any other potion during the adventure, you will be informed of its effect. All potions are Backpack Items.

## RULES FOR COMBAT

There will be occasions during your adventure when you will have to fight an enemy. The enemy's COMBAT SKILL and ENDURANCE points are given in the text. Lone Wolf's aim in the combat is to kill the enemy by reducing his ENDURANCE points to zero while losing as few ENDURANCE points as possible himself.

At the start of the combat, enter Lone Wolf's and the enemy's ENDURANCE points in the appropriate boxes on the Combat Record section of your *Action Chart*.

The sequence for combat is as follows:

1. Add any extra points gained through your Magnakai Disciplines and Special Items to your current COMBAT SKILL total.
2. Subtract the COMBAT SKILL of your enemy from this total. The result is your Combat Ratio. Enter it on the *Action Chart*.

### Example

Lone Wolf (COMBAT SKILL 15) is attacked by a Nightstalker (COMBAT SKILL 22). He is not given the opportunity to evade combat, but must stand and fight as the creature leaps on him. Lone Wolf has the Magnakai Discipline of Psi-surge to which the Nightstalker is not immune, so Lone Wolf adds 4 points to his COMBAT SKILL, giving a total COMBAT SKILL of 19.

He subtracts the Nightstalker's COMBAT SKILL from his own, giving a *Combat Ratio* of -3. (19 - 22 = -3). -3 is noted on the *Action Chart* as the *Combat Ratio*.

3. When you have your *Combat Ratio*, pick a number from the *Random Number Table*.
4. Turn to the *Combat Results Table* on the inside back cover of the book. Along the top of the chart are shown the *Combat Ratio* numbers. Find the number that is the same as your *Combat Ratio* and cross-reference it with the random number that you have picked (the random numbers appear on the side of the chart). You now have the number of ENDURANCE points lost by both Lone Wolf and his enemy in this round of combat. (E represents points lost by the enemy, LW represents points lost by Lone Wolf.)

### Example

The *Combat Ratio* between Lone Wolf and the Nightstalker has been established as -3. If the number taken from the *Random Number Table* is a 6 then the result of the first round of combat is:

Lone Wolf loses 3 ENDURANCE points. (Plus an additional 2 points for using Psi-surge)

Nightstalker loses 6 ENDURANCE points

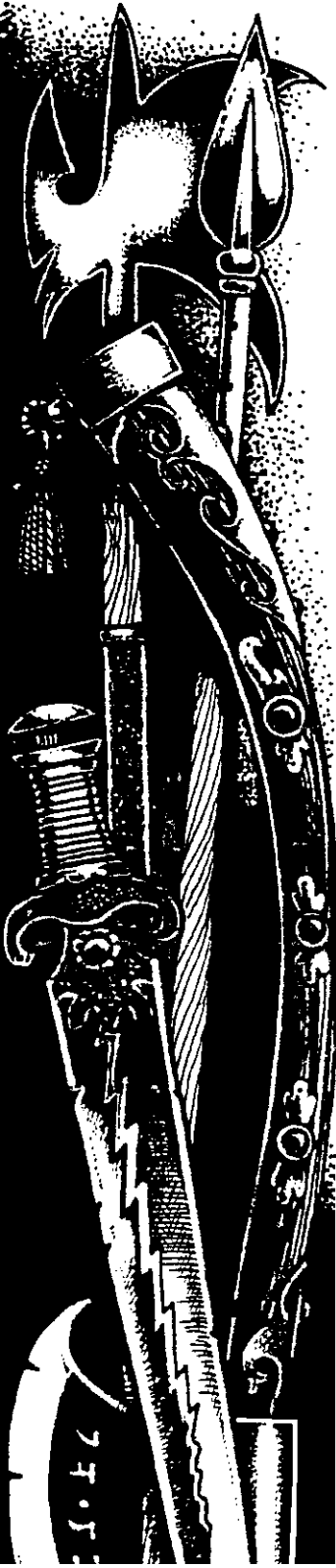
5. On the *Action Chart*, mark the changes in ENDURANCE points to the participants in the combat.
6. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.
7. Repeat the sequence from Stage 3.

This process of combat continues until the ENDURANCE points of either the enemy or Lone Wolf are reduced to zero, at which point the one with the zero score is declared dead. If Lone Wolf is dead, the adventure is over. If the enemy is dead, Lone Wolf proceeds but with his ENDURANCE points reduced.

**A summary of Combat Rules appears on the page after the *Random Number Table*.**

### Evasion of combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for the round in the usual manner. All points lost by the enemy as a result of that round are ignored and you make your escape. Only Lone Wolf may lose ENDURANCE points during that round, but then that is the risk of running away! You may only evade if the text of the particular section allows you to do so.



## LEVELS OF MAGNAKAI TRAINING

The following table is a guide to the rank and titles that are reached by Kai Masters at each stage of their training. As you successfully complete each adventure in the Lone Wolf Magnakai series, you will gain an additional Magnakai Discipline and progress towards the ultimate distinction of a Kai Warrior—Kai Grand Mastership.

<i>No. of Kai Disciplines mastered by Kai Master</i>	<i>Magnakai Rank</i>
1	Kai Master
2	Kai Master Senior
3	Kai Master Superior— <i>You begin the Lone Wolf Magnakai adventures with this level of training.</i>
4	Primate
5	Tutelary
6	Principalin
7	Mentora
8	Scion-kai
9	Archmaster
10	Kai Grand Master

## LORE-CIRCLES OF THE MAGNAKAI

In the years before their massacre, the Kai Masters of Sommerlund devoted themselves to the study of the Magnakai. These skills were divided into four schools of training called 'Lore-circles.' By mastering all of the Magnakai Disciplines of a Lore-circle, the Kai Masters developed their fighting prowess (COMBAT SKILL) and their physical and mental stamina (ENDURANCE) to a level far higher than any mortal warrior could otherwise attain.

Listed below are the four Lore-circles of the Magnakai and the skills that must be mastered in order to complete them. By completing a Lore-circle, you may add to your COMBAT SKILL and ENDURANCE the extra points that are shown in the column below:

<i>Title of Magnakai Lore-circle</i>	<i>Magnakai Disciplines needed to complete the Lore-circle</i>
CIRCLE OF FIRE	Weaponmastery & Huntmastery
CIRCLE OF LIGHT	Animal Control & Curing
CIRCLE OF SOLARIS	Invisibility, Huntmastery & Pathsmanship
CIRCLE OF THE SPIRIT	Psi-surge, Psi-shield, Nexus & Divination

## LORE-CIRCLE BONUSES

	COMBAT SKILL	ENDURANCE points
CIRCLE OF FIRE	+1	+2
CIRCLE OF LIGHT	0	+3
CIRCLE OF SOLARIS	+1	+3
CIRCLE OF THE SPIRIT	+3	+3



All bonus points that you acquire by completing a Lore-circle are additions to your basic COMBAT SKILL and ENDURANCE scores.

## IMPROVED DISCIPLINES

As you rise through the higher levels of Magnakai training you will find that each of your skills will steadily improve. For example, if you possess the Discipline of Divination when you reach the Magnakai rank of Scion-kai, you will be able to 'Spirit Walk' and leave your body in a state of suspended animation as you explore your immediate surroundings unhindered by physical limitations.

The nature of these additional improvements and how they affect your Magnakai Disciplines will be noted in the Improved Disciplines section of future Lone Wolf books.

# **GREY STAR THE WIZARD & THE KINGDOMS OF TERROR**



**Order your signed copies.....NOW!**

Copies of both 'GREY STAR THE WIZARD'—the first in the new "World of Lone Wolf" series, and 'THE KINGDOMS OF TERROR'—the start of the Lone Wolf 'Magnakai' series, will be available to Lone Wolf Club members, signed by the authors, AT NO EXTRA COST!

ORDER NOW AND YOUR SIGNED COPIES WILL BE POSTED TO YOU, HOT OFF THE PRESSES ON THE DATE OF PUBLICATION:

Grey Star Book 1: 'GREY STAR THE WIZARD'      24<sup>th</sup> October

Lone Wolf Book 6: 'THE KINGDOMS OF TERROR'      14<sup>th</sup> November

TO ORDER:      Just fill in your name and address on the form below, and indicate which book(s) you require. Send your completed form, together with a cheque or postal order for the correct amount (made payable to the LONE WOLF CLUB), to—

LONE WOLF CLUB BOOK OFFER, C/o Beaver Books, Brookmount House, 62–65, Chandos Place, Covert Garden, London, WC2N 4NW

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Please send me \_\_\_\_\_ copy(ies) of 'GREY STAR THE WIZARD' (£1.75 ea.)

\_\_\_\_\_ copy(ies) of 'THE KINGDOMS OF TERROR' (£1.75 ea.)

I enclose a postal order / cheque for: £ \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

# The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JASON O'KEEFE  
Age: 17  
Address: England  
Hobbies: Solo gamebooks, cycling, swimming, bird watching.  
Would like pen-pal (girl) of similar age and interests.

Name: JAMES SHAW  
Age: 12  
Address: New Zealand  
Hobbies: Gamebooks role-playing games painting & drawing, 2000AD, lego & sci-fi.  
Would like a pen-pal (b/g) with similar interests.

Name: MATTHEW CORBY  
Age: 11  
Address: Scotland  
Hobbies: Sub-aqua diving, swimming, fishing, reading, playing the xylophone, skating.  
Would like a pen-pal (b/g) with similar interests, preferably living abroad.

Name: DARREN LESSMAN  
Age: 12  
Address: England  
Hobbies: Drawing, football, gamebooks and WHAM!  
Wants a pen-pal (b/g) who likes WHAM!, drawing and football.

Name: NIGEL R. PERKS  
Age: 15  
Address: England  
Hobbies: Reading, radio, first day covers, writing, adventure games, learning languages.  
Would like a pen-pal (b/g) with similar interests, and living in another part of UK.

Name: SIMON ROBERTS  
Age: 16  
Address: England  
Hobbies: Archery, photography, computers, Dungeons & Dragons.  
Would like a pen-pal (girl) with similar interests.

Name: DANIEL WEE  
Age: 13  
Address: Singapore  
Hobbies: Gamebooks, D&D, soccer.  
Would like pen-pal (b/g) with similar interests.

Name: BRYAN CHAMBERS  
Age: 12  
Address: England  
Hobbies: Lone Wolf, D&D, coins, all types of fantasy novels, cig. cards & astronomy.  
Would like boy pen-pal of similar age group.

Name: MATTHEW SPRANGE  
Age: 11  
Address: England  
Hobbies: Gamebooks (has 24!), computers, swimming, reading, pets.  
Would like pen-pal (b/g) of about the same age.

Name: FRASER WOODWARD  
Age: 13  
Address: England  
Hobbies: Gamebooks, role-playing games, modeling, wargaming, tennis.  
Would like pen-pal (b/g) with similar age and interests.

Name: WAYNE DICKSON  
Age: 13  
Address: New Zealand  
Hobbies: Squash, cricket, computers, fantasy role-playing books.  
Would like pen-pal (b/g) with similar interests.

Name: IAIN MORRIS  
Age: 11  
Address: England  
Hobbies: Swimming, stamp collecting, golf, guitar & reading.  
Would like pen-pal (boy) of same age who enjoys swimming.

## Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

NAME: .....

ADDRESS: .....

..... AGE: .....

YOUR HOBBIES / INTERESTS .....

.....

TYPE OF PEN-PAL YOU WOULD LIKE .....

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:

LONE WOLF CLUB (KK), 62-65 Chandos Place, London, WC2N 4NW



# **VERSE COMPETITION**

## **THE LONE WOLF CLUB VERSE COMPETITION**

An excellent response to Newsletter No. 3's competition yielded over 200 entries from Kai Lords all over the world. Yet again, the task of choosing a winner proved difficult as the standard was very high but finally a winner and five runners-up were chosen from the top thirty entries. They are:

Winner:        DAVID JOHNSTON of GLASGOW

Runners-up:

SARAH PHILLIMORE	of HEM, SALOP
RICHARD CHAGOURI	of HIGH WYCOMBE
DEAN FULLER	of LEWES, SUSSEX
JAMES BROWN	of YORKSHIRE
TONY RAVEN	of HERTFORDSHIRE

## **LONE WOLF CLUB \* ORDER OF MERIT**

Competition entrants who made it to the top thirty were (in alphabetical order) Kirk Anderson, John Avella, Miss K Bradford, Daniel Curtis, Tristan Fairbrother, Neil Fazakerley, Emma Fisk, Michael Gibbons, Bob Gould, Calvin Herman, John Humphries, Peter Jayes, Shaun Johnson, Andrew Keep, Richard Kemp, Roddy Nawlands, Adrian Onn, Matthew Reynolds, Philip Riches, Simon Scanlon, Dion Shakespeare, James Shaw, Mark von Westenholz, and Juliette White

Our congratulations to David, Sarah, Dean, Richard, James and Tony, and to all the other Kai Lords who took part in the LWC Verse Competition.

David wins the gold pen used by Joe Dever to write Lone Wolf Books 1, 2 & 3 attractively framed with a certificate of authenticity signed by Joe. The runners-up each receive a signed copy of 'The Chasm of Doom' and a Parker 'T-Ball' stainless steel pen.

## **DAVID JOHNSTON'S WINNING VERSE**

Listen, can you hear the horse's hooves?

One man alone he comes.

No sane being stands in his way;

Evil turns and runs

Wandering the lands of Magnamund;

Over Barraka triumphant he stood,

Last of all the Kai Lords, Lone Wolf;

Forever the champion of good.



## **Newsletter No. 3: Solution to Kai Krossword**





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# THE COMING OF GREY STAR

An account of the events leading up to the arrival of a new hero in  
Magnamund . . . GREY STAR THE WIZARD!

It was long ago when the Shianti first set foot on Magnamund in their search for a world to call their own. They found a land of towering mountains, untamed forests and wild creatures—a primeval land where humans were taking their first faltering steps towards civilization. Tall and proud, wise and mysterious, the Shianti were gods in the eyes of these primitive men.

Centuries passed, and the Shianti grew ambitious. They sought ways to increase their knowledge and understanding of Magnamund, and especially to discover the secrets of the Daziam—a plane of existence beyond the material world. Eventually they succeeded and were rewarded with a great treasure, which soon became known as the Moonstone of the Shianti. Woven from the very fabric of the astral plane of Daziam, this wonderful translucent gem became the focus of Shianti wisdom, the binding force of all their magic, their knowledge and their existence. It heralded the dawn of their golden age, and in the blinding light of Shianti glory man stood as little more than a shadow. The golden age brought health and plenty to all creatures of Magnamund; fear, famine, drought and disease were removed from the land. But with the coming of the Moonstone the laws of nature were disturbed for it, like the Shianti themselves, was an alien power.

The Goddess Ishir, High Priestess of the Moon and mother of all men, showed herself to the Shianti and spoke with them of the destiny of man: 'The children of this world must claim their inheritance. Their time has come and they must learn to stand alone. They are lost in their worship of you and the day draws ever nearer when they will covet the power of the Moonstone.'

And the Shianti said: 'Forgive us Great Goddess, for we intend no harm. We love mankind even as you do. We have sought to do good and protect your children from harm.'

But Ishir replied, 'Of this there can be no doubt, but this world is not your realm. Man must be free to pursue his destiny alone, and you must leave, for you trespass on his domain.'

The Shianti were filled with sorrow. They feared a return to the void and to their lonely wandering, and pleaded with Ishir that she might allow them to remain. Ishir was filled with pity for them. She spoke again, saying, 'If you are to remain you must obey my command. You must take a vow never to interfere with mankind's fate. As a token of good faith you must lay aside the Moonstone, and return it to the plane where it belongs.'

Solemnly, the Shianti agreed. The vow was sworn before Ishir, and the Moonstone was returned to the Daziam. The Shianti abandoned their cities and they moved south to the Isle of Lord. They encircled their new home with a web of enchantments, magical mists and mage winds to prevent man from ever finding their place of refuge in the Sea of Dreams.

Knowledge of the Shianti faded with time, save in southern Magnamund where it became enshrined in legend, and the worship of them endured. Priests of the Shianti religion preserved their lore and patiently awaited the day when the 'ancient ones' would return, bringing with them lasting peace and the blessing of a new golden age.

Two thousand years strode by and man advanced as Ishir had foretold. He built great cities and cultivated the land: his kingdoms rose and fell; he made war and loved and laughed and became master of his fate. But a new power arose in the province of Shadaki. There Shazarak the evil Wytch-king ruled. The black necromancer commanded an army of brutal soldiers and had a devoted following of men who upheld his religion of demonic worship and sacrificial rites. Devotees of the Shianti and other religious cults were persecuted in a merciless purge. Ruthlessly, the Wytch-king destroyed all his opponents and began a terrible war with the peoples of the neighbouring provinces. From the ruins of war Shazarak shaped the Shadakine Empire, subjugating whole nations to his evil rule. And as the provinces fell to his might, the Shianti looked on helplessly, bound by their vow to the Goddess Ishir never to interfere in the affairs of man.

On the night of the crowning of Shazarak as Overlord of the Shadakine Empire, a great storm broke upon the Sea of Dreams, a storm that raged with unnatural intensity. Lashed by wind and rain, illuminated by wild lightning, the waters heaved and danced in fury to the thundering music of the storm, unchecked by even the enchantments of the Shianti. When finally the tempest died, the Shianti looked out in amazement on the shattered hull of a ship drifting towards their shore. Never before had it occurred for the enchantments and mage winds had kept them secure from the curiosity of man by forcing him to sail close to his own land.

The Shianti went quickly to the ruined ship where they found only one survivor—a baby. They perceived the sudden arrival of this human child as a sign of great portent, and they conceived a plan by which they might lawfully aid mankind. They named the orphan child Grey Star, because a star is the symbol of hope in the Shianti faith, and because of the silver streak in the child's jet-black hair. In the shadow of the wrath of the Goddess Ishir, they raised the child as one of their own and taught him their secrets. Diligently they set about their instruction, for their aim was to provide a saviour for mankind. Armed with the might of the Shianti wizardry and wisdom, their hope was to create an adversary equal in power to the evil Wytch-king of Shadaki, for they realized that only with the death of Shazarak would man once more be free to determine his destiny.

You are Grey Star, trained in the secret arts of a Shianti wizard. Sixteen years have passed since you arrived on the Isle of Lorn, the hidden realm of the Shianti race, when you are called to a meeting of your Shianti elders.

'Grey Star,' says Acarya, High Wizard of the Shianti, 'you have been summoned to this meeting so that we may lay before you a quest of great importance. Your people, the race of man, are slaves of an evil tyrant, Shazarak the Wytch-king of Shadaki. He has made pacts with demons and has captured the spirits of the dead who do his bidding as undead slaves. He has the power to control the minds of men: none can resist him and the land of your birth cries out in fear of the cruel hand that crushes its heart. No power remains intact to challenge the might of the Wytch-king. Our ancient vow to the Goddess Ishir forbids us from intervening in the fate of man, and the Moonstone now lies hidden

on another plane. We have taught you the ways of Shianti magic in the hope that one day you would take up this quest—to recover the Moonstone and use its power to destroy the Wytch-king. You are human. No vow prohibits you from leaving the Isle of Lorn, nor are you forbidden to aid mankind in any way you choose. No charge is laid upon you to accept the quest, yet if you refuse, your people will be doomed to a choice between slavery or destruction at the hands of the Wytch-king of Shadaki.'

Bravely and without hesitation you give Acarya your decision, but your voice trembles as you speak: 'I accept the quest of the Moonstone. What must I do?'



Sighs of relief sound around the room. 'You have made us proud this day, son of man,' says Acarya, smiling. 'The Moonstone lies hidden in the Daziam plane, which can only be entered by locating one of its portals. We know such things can be found in the lands of man: they are called "Shadow Gates." However, they rarely remain in any one location for more than a day and are invisible to human sight. For this reason you must seek out the Lost Tribe of Lara, a race of primitive but magical creatures we call the Kundi. They possess the gift of astral vision which enables them to see the "Shadow Gates." Once, long ago, the Kundi inhabited the forests and mountains of Lara. Before the Shadakine army invaded the free provinces of the south, they passed through the mountains of Lara, using the Morn Pass. There the Shadakine army were frequently ambushed and delayed by the Kundi, who always disappeared into the safety of the forests before the Shadakine could retaliate. Finally, in desperation, the Wytch-king burnt the forests and the Kundi were forced to flee. To this day no one is sure where the Kundi went, and consequently men refer to them as the Lost Tribe of Lara. Your first task is to find the lost tribe and persuade them to guide you to a Shadow Gate. Your training is incomplete but you must begin without delay. The Shadakine Empire now stretches to the very shores of the Sea of Dreams, and the power of the Wytch-king grows with each passing day. Our presence is known to him and his attention is often turned towards us, probing our defences and testing the measure of our powers. He is hungry for new conquest, and though he fears us, the day is sure to come when he will cross the Sea of Dreams to challenge the Shianti.'

Acarya places his hands upon your shoulders and looks deeply into your eyes. 'The fate of humanity and of the Shianti depends on the success of your quest. Find the Moonstone, Grey Star. You are our only hope. If you fail then all is lost.'

# ***L.W.C Newsletter No.4***

## **CAPTION COMPETITION**

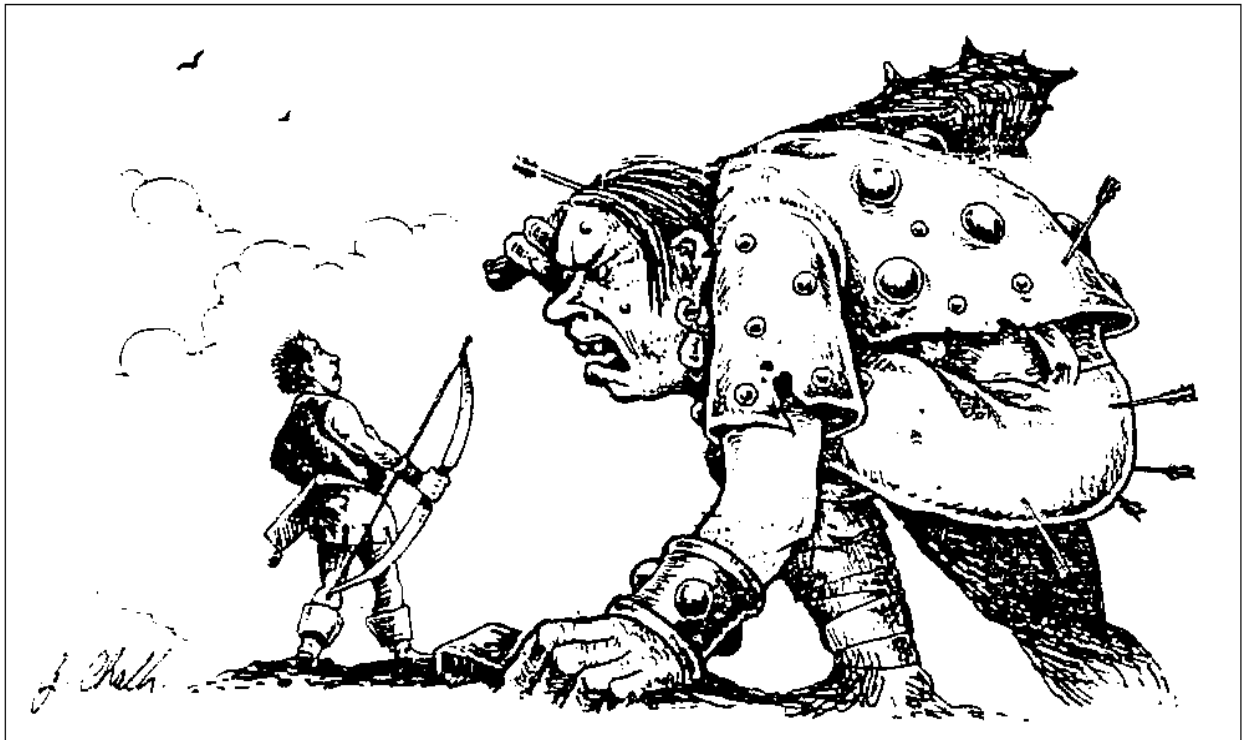
The idea of this competition is to think up a witty caption for the illustration shown below. Write your caption in the space provided, fill in your name, age and address, and send the whole form to:

LONE WOLF CLUB COMPETITION No. 4  
C/o: BEAVER BOOKS,  
Brookmount House,  
62-65, Chandos Place,  
London, WC2N 4NW

Entries must be in before 13<sup>th</sup> January 1986, as any received after this date will not count, so do get them in to us as soon as possible. All winners will be notified by post no later than 1<sup>st</sup> FEBRUARY 1986.

The entrant whose caption we consider to be the wittiest of all those received by the closing date, will win the original artwork, drawn and signed by Gary Chalk, especially for this competition. The prize will come attractively framed together with a first prize winner's plaque. The following FIVE best runners-up will win autographed copies of 'The Kingdoms of Terror', the first of the Lone Wolf Magnakai series books, plus a Faber-Castell 24-colour deluxe pencil set.

GOOD LUCK!



MY CAPTION IS: .....

Name, address and age of entrant (BLOCK CAPITALS PLEASE) ..... AGE: .....

.....

.....

\* .....

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17 May 2005

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